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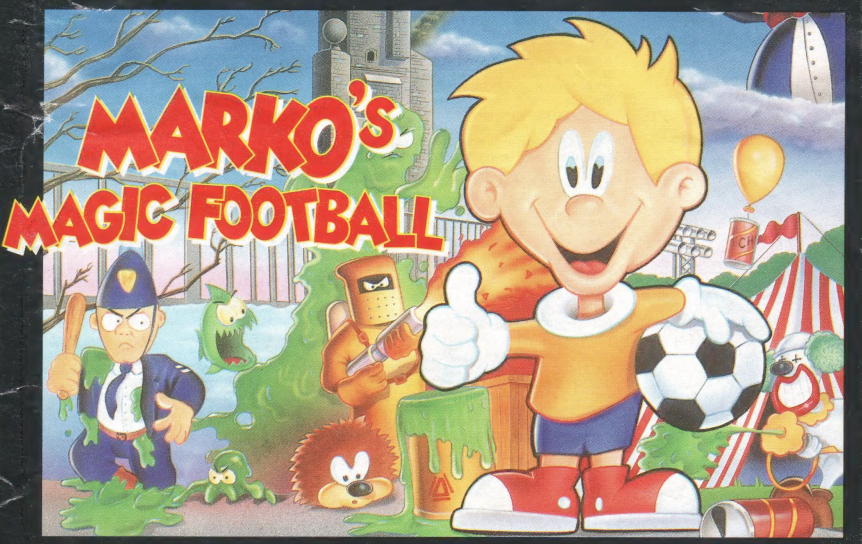


INSTRUCTION BOOKLET

TM

SUPER NINTENDO™
ENTERTAINMENT SYSTEM

Acclaim®

DOMARK®

STARTING UP

1. Make sure the power switch is OFF.
2. Insert the game cartridge into the Console as described in your SUPER NINTENDO Instruction Manual.
3. Turn the power switch ON. If nothing appears on the screen, turn the power switch OFF, remove the cartridge and try again.

Always make sure the console is turned OFF when inserting or removing your Super Nintendo Cartridge

For 1 Player, press START button on Super Nintendo Control Pad 1.

1. INTRODUCTION

Marko was mad . . . football mad! All day he played football and all night he dreamt about the game.

And that's the way things would have stayed, if it hadn't been for the deadly plan cooked up by the evil Colonel Brown in the bowels of his sinister toy factory.

Not content with his lot, the cunning Colonel had devised a plan for the domination of North Sterlington. By using his latest evil invention – a deadly genetic sludge - the evil genius plans to turn the town's cute and cuddly animals into deadly sludge monsters.

In the dead of night, the Colonel's hapless helpers place toxic canisters of the sludge around North Sterlington - surely nothing or nobody can stop the Colonel's plans now!

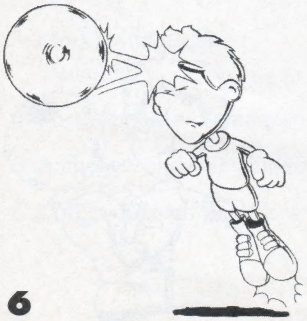
Well, maybe there is one person .. .

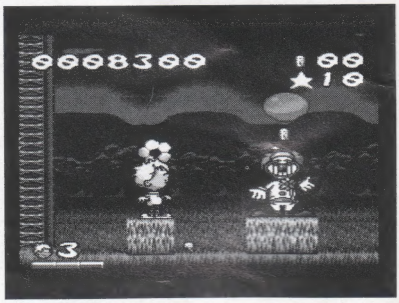
On his way to footie practice, Marko kicks his ball into a dark alley. Peering into the darkness he sees the most amazing thing – a meek rat turned into a hideous sludge creature by the Colonel's sludge. Cripes!

The mutant rat makes his move, but Marko is quicker, seeing the rotten rodent off with a quick smack of his magic football.

Hang on a minute! A magic football? What's happened here?

Who cares? With his new ball by his side, our hero takes off into the depths of North Sterlington to see what's going on . . .





2. STARTING OFF

Take your time, relax and watch the story unfold before your very eyes – unless of course you're itching to get straight into the action, in which case you can press Start to skip straight to the Options Screen.

This is where you set the game up to suit your own personal taste. To make the necessary changes, use the D-controller to move Marko's hand from option to option. Once an option is selected, press button A to cycle through the various choices.

For the record, the options available are . . .

Control

This allows you to determine which button makes Marko jump, run or kick the ball– a little trial and error (and probably plenty of error!) will help you to decide which of the three set-ups is most suitable for your fingers.

Game Sound

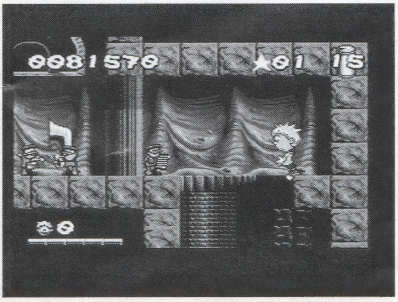
There are four choices here . . .

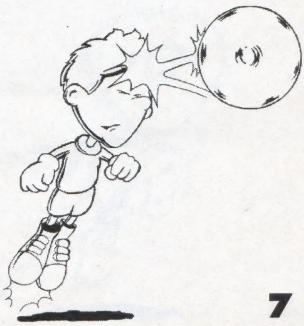
Music & SFX: Allows you to hear all music and sound effects within the game.

Music only: You guessed it – no sound effects when this is chosen!

SFX only: The same as 'music only', only completely the opposite (if you see what we mean).

All sound off: Puts Marko into stealth mode.





Backyard

Takes you straight to Marko's backyard, where the little fellow has all the peace and seclusion that he needs to practice his ball skills.

Credits

A short slap on the back for those of us who toiled away to bring you this truly excellent game - not to be missed.

And there are a few other things on the options screen too, including ...

Password

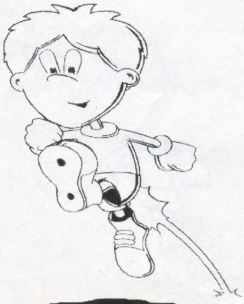
Finish certain levels and you'll be rewarded with a password. This means that you can then skip any finished levels when you come back for more.

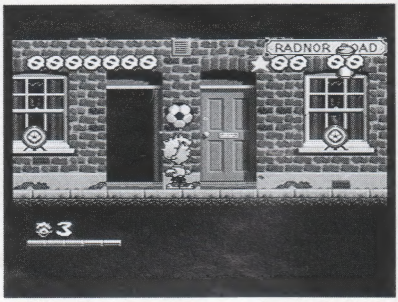
Hi-Score

Records the current session's best score (this reverts to zero every time the Super Nintendo is switched off).

Last Score

Lets you know how well you did at your last attempt.





3. MARKO'S MAGIC BUTTONS

Young Marko's got loads of stunning trick-shots up his sleeve, but it's up to you to bring out the best in him. To find out just exactly what the budding Gazza is capable of, go straight to the 'backyard' section and try out some of the following moves. (When you think that you've had enough practice in the backyard section, move to the right to find your way out.)

Moving Marko (without the ball)

Using the D-controller moves Marko left and right

Press B while moving left or right and Marko breaks into a run

Press A and Marko jumps skyward

Press Y to summon the ball to Marko's feet

Ball Action

The fun really starts as soon as Marko has the ball at his feet. Here are some of the options available ...

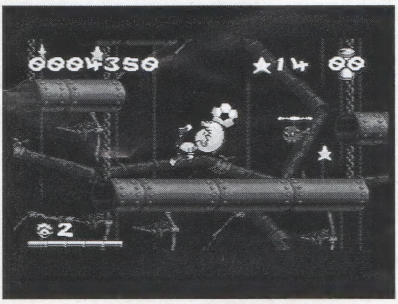
Short kick: Press Y then press down on the D-controller

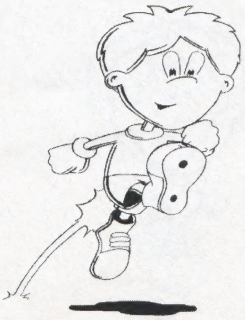
Low kick: Just tap the Y button

Medium kick: Hold the Y button for just that little bit longer

Chip: Press Y then press up on the D-controller

Recall Ball: Just tap the X Button.





Juggling: Press up on the D-controller then press Y (this is similar to the chip control, but with a little practice you should be able to do both without any fuss).

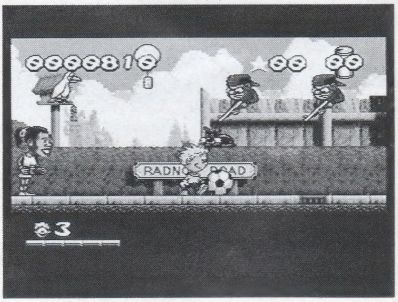
Head juggling: When juggling, press up on the D-controller and Y and Marko chips the ball onto his head (jump when Marko is head juggling to make short work of overhead enemies).

Overhead kicks: When juggling, press Y for an acrobatic over-head kick; hold for high, tap for low.

Apart from kicking and juggling, Marko uses his magic football for one more very important use. Press A to jump onto the ball, then hold A and Marko uses the football as his own personal trampoline - very handy for reaching those parts that other soccer-mad kids can't reach.

The backyard is also as good a place as any to familiarise yourself with the layout of the game screen. The star and cola can counters at the top right of the screen record just how many of these particular pick-ups you've collected along the way.

The life and energy counter is situated at the bottom left of the screen. The number denotes Marko's remaining lives, while the five-section energy bar diminishes as our hero collides with his enemies.



4. INTRODUCING THE CAST

The inhabitants of North Sterlington are a peculiar lot – and none too friendly either. Just about all of them are out to stop Marko's mission. So, as it tells you in all of the best military handbooks – it pays to know your enemy.

Here's a selection of some of the most common (and the rewards for taking them out). . .

The Bouncing Bobby (No points)

PC Plod doesn't actually have anything against Marko – it's just that he's a good friend of Postie's. He's mean, he's moody and he's armed with some of the hardest transport from the local playground, and he always gets his man.

The Terrible Twins (200 points)

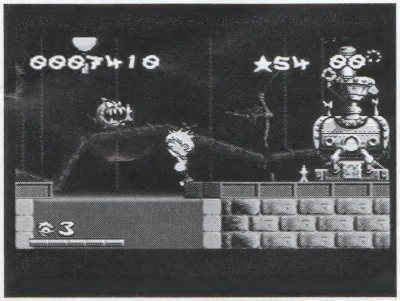
Jealous of Marko's soccer success, the twins try to put a stop to his journey by using their deadly spud guns. Ball against potato - it's kill or be killed.

The Birds (150 points, 300 if airborne)

The scourge of North Sterlington, these feathered fiends seem happy to take time out from whitewashing the locals' cars in order to dive-bomb our hero.

The Rats (500 points)

Scurrying about all of North Sterlington's below-ground areas (and even making it out into the sunlight from time to time) these vermin are deadly to the touch.



Silent the Hedgehog (150 points)

Not only can this spiky character steal one unit of Marko's precious energy - he's also prickly enough to knock the wind out of his magic football.

Busy Bees (400 points)

Signalling their arrival with a distinctive buzz, these insects have a real sting in their tails – and once again it's the ball that comes off worst.

The Plane (500 points)

Indigenous to the toy factory, these ferocious flying frights are remotely controlled by the factory workers.

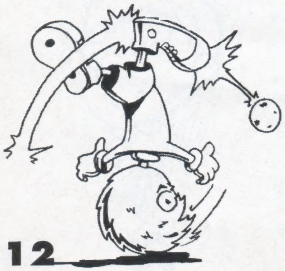
And the rest. . .

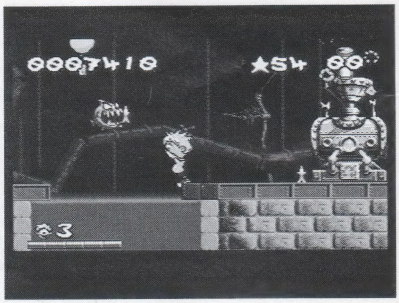
The supporting cast includes spooks, sludge monsters, dinosaurs and spider
– but maybe it's best if you search these out for yourself.

5. PICK-UP AND GO

He may have a magic football, but even that won't be enough to help Marko through all of the levels. What he needs is to make the most of the numerous pick-ups which lie about, float about and are scattered about the levels.

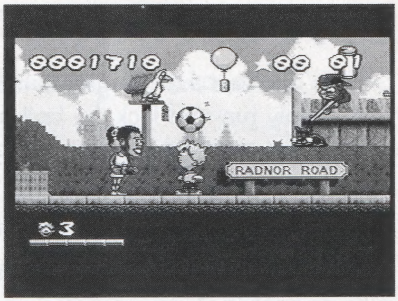
These include...





Hearts

Picking up a heart fills an extra unit on Marko's energy bar – unless all five are already full.



Balloons (10 points)

Burst a passing balloon (either by touching it or hitting it with the magic football) and it releases a Cola Can. Pick these up for healthy end-of-level bonuses, and an instant 100 point bonus.

Stars

Collect one hundred stars for an extra life (large stars are worth eight of the smaller variety, so watch out for these in particular).

Plasma Balls (5,000 points)

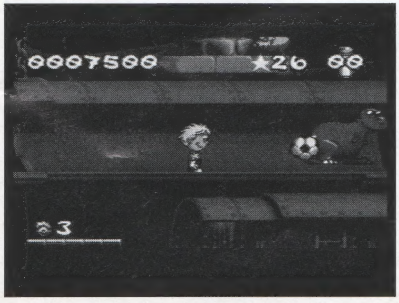
It may look odd, but this pulsating mass of lights is one of the best around – pick it up for a guaranteed extra life.

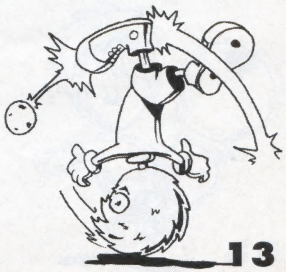
Mystery Trainers

Available in red, green and blue, these . . . no, maybe we'll let you find the trainers' powers out for yourself.

The Tourist

Don't spend your time admiring this gorgeous woman - get a little closer and she'll take your picture. This comes in very handy if you lose a life, as play restarts at the site of your last photography session.





6. AND FINALLY

Should you find that things are moving a little too slowly for your liking, simply run and kick the ball at the same time - this should be enough for even the biggest speed freak.

Not every bonus is obvious to the naked eye – try jumping around (and even using the ball) to find hidden pick-ups.

There's more than one way to skin a cat (knock a policeman off his bike or bash a sludge monster), and as the old advice goes – if at first you don't succeed. . .

Remember that Marko's a versatile little footballer, so if you can't reach an enemy by normal means try using an overhead kick or another special move.

You cannot leave certain levels without destroying all of the sludge cans: it's up to you to find out which.

Overhead kicks are more powerful than the normal variety, so make as much use of them as possible.

Even when the ball is floating, it still makes a perfectly good trampoline. Use this to make your way across the wider expanses of water or sludge.

While Marko is head juggling, move to the left or right and press A and C to execute a special forward header.

CREDITS

Producer:	Darren Anderson
Assistant Producer:	Gary Patino
Animation:	Jolyon Myers
Background artwork:	Tony West, Jolyon Myers
Programming:	Alan Calder Warren Mills
Additional code:	Mike Carr
Music:	Jolyon Myers
Sound fx:	Mike Ash
Testing:	Ken Jordan, Tim Mawson
Manual:	Ciaran Brennan, Darren Anderson

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